

CHARACTERS

- ✦ **Dr. Abedemi Ojo:** Lead researcher at Daedalus. Stern and unfazed. Happily cooperates with the investigation, but knows nothing outside of Curtis' version of events. She knows someone named Dr. Fuentes died here years ago, but doesn't think it's relevant. **STARTS IN F1-2 EMPLOYEE LOUNGE.**
- ✦ **Curtis:** An android supplied by Jensen-Hung. Calm and rational. Acts as Dr. Ojo's assistant. Killed Dr. Luca under the influence of the screwdriver. **STARTS IN F1-2 EMPLOYEE LOUNGE.**
- ✦ **ABI:** A robot with simple AI, made by Dr. Ojo to assist with lab work. Squat, sturdy shell with a large LCD monitor face, moves very slowly on treads, has one arm that is strong, quick, and precise. Dewey has secretly programmed her to obey him over Dr. Ojo, and has hidden files on her hard drive pertaining to the case 11 years ago: pictures of a crime scene centered around the dismantled corpse of a young boy. **STARTS IN F2-5 LAB 1.**
- ✦ **Dewey Dragavei:** Technician. Aloof and cynical. Has worked at Daedalus longer than anyone else, and knows about the incident 11 years ago with Dr. Fuentes, having attempted to cover it up to save the lab's reputation. **STARTS IN F2-7 OFFICE 1.**
- ✦ **Kelvin Nishida:** Security staff. Kind and mild-mannered. The current wielder of the screwdriver. Starts in F2-9 SECURITY BAY.
- ✦ **Martina Flores (deceased):** Security staff. Sarcastic and jovial. Killed by Kelvin.
- ✦ **Dr. Joshua Luca (deceased):** Researcher. Cantankerous and driven. Killed by Curtis.
- ✦ **Dr. Michael Fuentes (deceased):** Worked at Daedalus. Quiet and lonely, his research with androids made him paranoid. 11 years ago he killed his son with a screwdriver, convinced the boy was a machine. Dewey has kept Dr. Fuentes' old office untouched since then. The screwdriver lay there waiting, until now.



DR. ABEDEMI OJO



CURTIS



ABI



DEWEY DRAGAVEI



KELVIN NISHIDA



MARTINA FLORES



DR. JOSH LUCA (DECEASED)



DR. MICHAEL FUENTES (DECEASED)

TIMELINE

- **0800:** The android **Curtis** went to assist **Dr. Joshua Luca** in **LAB 2**, who asked him to find a screwdriver.
- **0830:** In **OFFICE 2**, **Curtis** came into contact with **Artifact 21**, a screwdriver that once belonged to **Dr. Michael Fuentes**.
- **0835:** The spirit of **Dr. Fuentes** curses the screwdriver's wielder, causing an urge to **take things apart** (see **THE CURSE**).
- **0840:** **Curtis** returned to **LAB 2**, barricaded the door and attacked **Dr. Luca**. The doctor called security, but by the time they arrived **Curtis** had killed him and dismantled the body.
- **0900:** Security overpowered **Curtis** and took him to the security booth in the **ENTRANCE**. **Kelvin Nishida** took the screwdriver and became cursed, killing his colleague **Martina Flores**.
- **0935:** **Kelvin** dismantled **Martina's** body, fleeing to the **SECURITY BAY** via the **SECURITY LIFT**.
- **0945:** **Curtis** escaped as **Kelvin** attacked **Martina**, reported the incident to **Jensen-Hung**, and went to the **LOBBY**, lying to **Dr. Ojo** about what transpired.
- The remaining staff member, **Dewey Dragavei**, was in **OFFICE 1** the entire time, unaware.

THE CURSE

Anyone touching the screwdriver must succeed a Panic Check or begin dismantling objects in the immediate area; first people, then technology. Once all major appliances in an area are dismantled, move to a new area (roll 1d10).

SECURITY CAMERAS

For each camera that relays footage of people to the Security Bay (F2-9), **Kelvin** takes 1 Stress and makes a Panic Check. If Kelvin Panics, he stalks from room to room, attempting to dismantle everyone and everything he encounters.

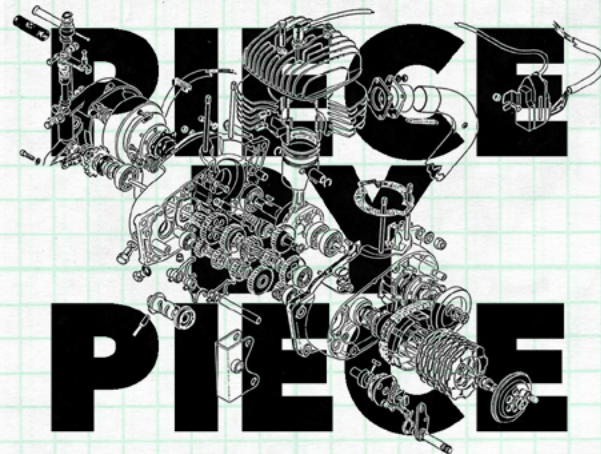


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THE DAEDALUS ROBOTICS LAB is in lockdown after personnel were fatally compromised in a random incident. Reports are linking the events to a work tool found at the scene, now classified as **Artifact 21**. Further details are undisclosed.

Daedalus Robotics Lab's parent company, Jensen-Hung, is excited to offer an attractive opportunity to any self-motivated freelancers in the sector! Taking on the important role of Temporary Maintenance Crew, contractees are tasked with retrieving **Artifact 21** for analysis. Caution is advised; discretion is enforced.

Jensen-Hung reminds its contractees that they are legally distinct from employees, and as such will receive no compensation in the event they are compromised.

Your crew must investigate the lab, identify ARTIFACT 21, and retrieve it.

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MRPG-S05

THE DAEDALUS ROBOTICS LAB

F1-1 ENTRANCE: A security camera swivels to watch as the crew enters.

The corridor is white, clean, and windowless, with an open security gate and adjoining booth. The booth door is stuck open; on the floor is the eviscerated eye of **Martina Flores**. Bloodstains lead to the **SECURITY LIFT (F1-10)** at the back of the booth; it requires a **Level 1 Keycard** to open.

The computer in the booth has been partially disassembled. The screen still shows the last call to security - it came from **Dr. Luca** in **LAB 2 (F2-6)** at 08:41.

F1-2 EMPLOYEE LOUNGE: A circular common area, brightly lit and decorated sparsely with tropical plants. There is a sunken lounge, an automated canteen, and a unisex bathroom. Behind a maintenance door is a generator that powers the facility.

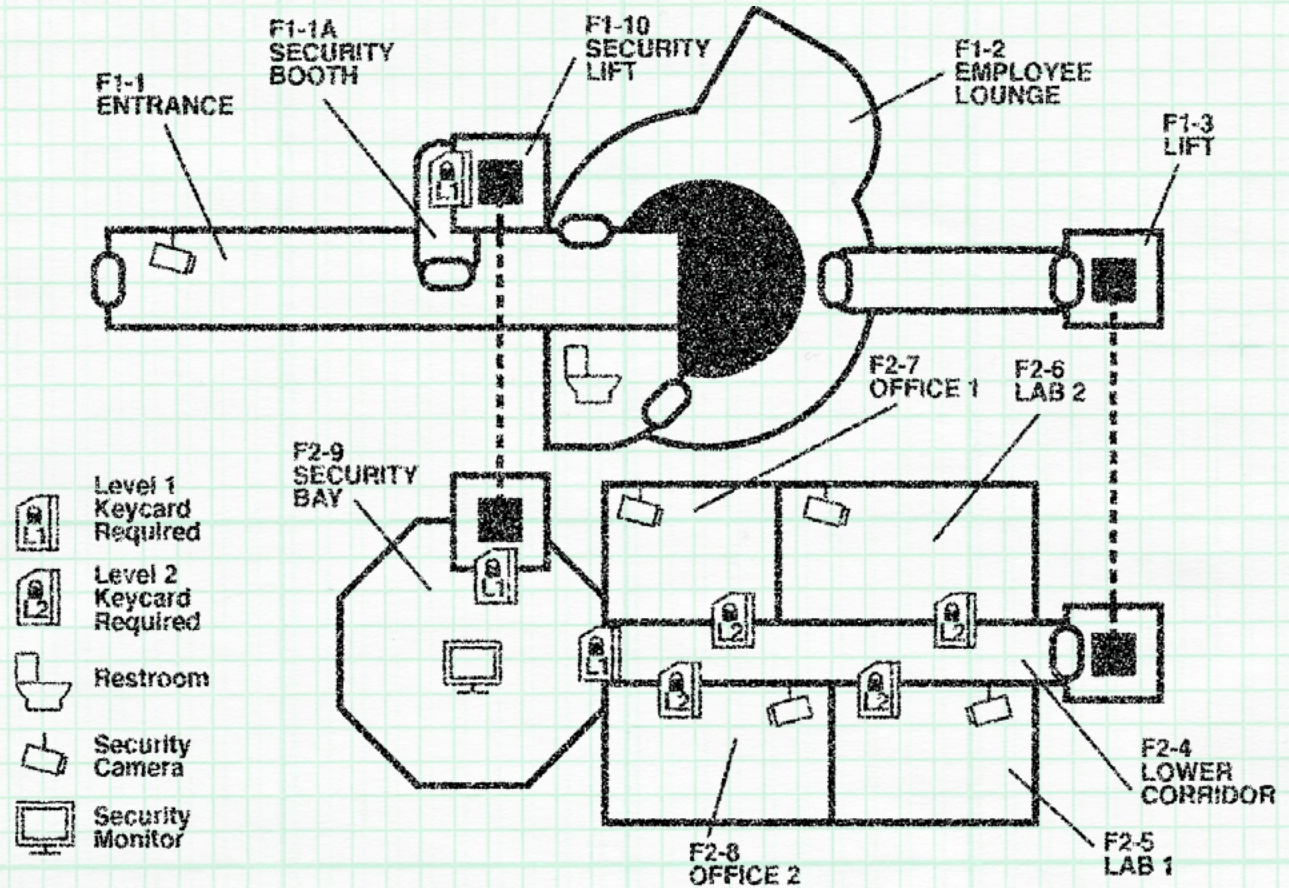
Dr. Abedemi Ojo is repairing minor damage on **Curtis**. Both have **Level 2 Keycards**. If asked about his injuries, Curtis lies: he claims Dr. Luca attacked him, and he resisted before escaping and calling security. If presented with hard evidence to the contrary, Curtis Panics; he has been programmed by Jensen-Hung to value his own life above his colleagues' in a crisis, as android employees are more valuable to the company than humans.

F1-3 LIFT: Past the security booth and the lobby, a large elevator leads down. In the event of a malfunction or power outage, the doors can be opened manually and the shaft can be climbed.

F2-4 LOWER CORRIDOR: A subterranean hallway lit with sterile LEDs. The doors open when presented with a **Level 2 Keycard**, other than the door to the security bay which requires Level 1.

F2-5 LAB 1: A dark room with circuitry and machinery laid out on tables. **ABI** offers a friendly, pre-programmed greeting to anyone entering. She follows basic commands from anyone with a **Level 2 Keycard**.

F2-6 LAB 2: A few tables were pressed up against the door from within, but have been moved aside. The majority of Dr. Luca's body is splayed out on the floor. Pieces of his anatomy have been removed with a blunt instrument; his organs are scattered across the floor. Littered among the body parts are random components from machines in the room.



F2-7 OFFICE 1: Dewey Dragavei is here, working. He is cagey, but relays information about the incident 11 years ago if pressed, and can access ABI's secret hard drive. He knows everything about what happened then except that the screwdriver is cursed; he kept quiet to save the lab's reputation.

F2-8 OFFICE 2: The former office of Dr. Michael Fuentes. Dewey has kept it untouched for 11 years. There is a thick layer of dust with clear footprints; inspection of Curtis' shoes reveals a match. A thorough search also uncovers a set of tools with space for a missing screwdriver, a dismantled toy robot, and a photo of a young boy in a smashed frame.

F2-9 SECURITY BAY: Behind a Level 1 door is a dark room filled with screens. **Kelvin Nishida** is taking the computers apart with the screwdriver (**ARTIFACT 21**). Security footage plays on stuttering monitors, revealing the events detailed on the **TIMELINE** (see **Back Panel**). Viscera from Martina Flores' body is strewn about.

Kelvin has a revolver, which he doesn't use as long as the screwdriver is in his hand, and a **Level 1 Keycard**. Also in the room are two tasers, five pairs of handcuffs, and a baton. A door in the corner opens onto the security lift.

F1-10 SECURITY LIFT: This smaller lift shaft requires a **Level 1 Keycard** to use. The lift mechanism is hidden and cannot be dismantled without effort.

The inside of the lift is plastered with blood. Martina Flores' body is slumped in the corner, her torso clumsily opened. She is missing an eye, and there is a **Level 1 Keycard** hanging from her neck into her chest cavity.